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**Bibliography**

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**Summary**

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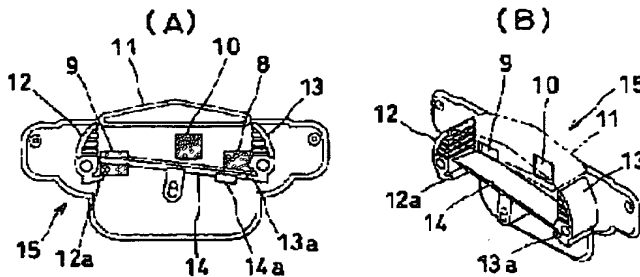
(57) [Abstract]

[Technical problem] An electric accessory can usually be made to make small an electric accessory and the space occupied in a game field specially.

[Means for Solution] the specific field 9 and the general field 10 which are a winning-a-prize field specially with the starting field 8 inside the electric accessory 15 -- preparing -- the upper part -- cover -- a member 11 -- preparing -- the right and left -- the left wing 12 and the right wing 13 which open and close the side A member 14 is formed. the seesaw interlocked with the switching action of these left wing 12 and the right wing 13 -- Drive the left wing 12 and the right wing 13 by the solenoid, and each other carry out an opening-and-closing operation independently. the opening-and-closing operation of the left wing 12 and the right wing 13 -- interlocking -- \*\* seesaw -- communalization with an electric accessory and a special electric accessory is usually realized by changing the tilting position or vertical position of a member 14, and constituting so that a game sphere may be alternatively led to the starting field 8, the specific field 9, or the general field 10

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**CLAIMS**

[Claim(s)]

[Claim 1] Common pattern display which the game medium started pattern change ignited by the predetermined thing usually passed through the pattern operation gate, and was decided after the predetermined time and which usually indicates the pattern by halt Special pattern display which indicates by halt the special pattern which the game medium started pattern change ignited by having passed through the predetermined starting field, and was decided after the predetermined time The common electric accessory changed into the state where a game medium tends to pass through the above-mentioned starting field when it becomes the hit pattern usually predetermined in a pattern in which the above-mentioned common pattern display indicates by halt The special electric accessory changed into the state where a game medium tends to pass through a special winning-a-prize field with more prize media than a winning-a-prize field usual when the special pattern the above-mentioned special pattern display indicates [ a pattern ] by halt turns into a predetermined great success pattern It is the game machine equipped with the above, and is characterized by preparing the common electric accessory which serves both as the above-mentioned common electric accessory and the above-mentioned special electric accessory.

[Claim 2] The general field which defines only winning a prize used as the specific

field and the opportunity of prize medium expenditure which define winning a prize which serves as an opportunity of high special game condition continuation of profitableness relatively for a winning-a-prize game person as the above-mentioned special winning-a-prize field in addition to prize medium expenditure is prepared. Usually, the game machine according to claim 1 characterized by considering as the composition which changes the operating state of the above-mentioned electric accessory so that passage of the game medium to the above-mentioned starting field may be permitted at the time of the hit condition formation in a game and passage of the game medium to the above-mentioned specific field or the above-mentioned general field may be permitted at the time of great success condition formation.

[Claim 3] The game machine according to claim 2 characterized by constituting the above-mentioned electric accessory using the seesaw member in which a change operation is possible so that the above-mentioned general field may be arranged between these specification field and a starting field and a game medium may be alternatively led to those fields, while detaching and arranging the above-mentioned specific field and the above-mentioned starting field in right and left.

[Claim 4] while an electric accessory common to the above has a wrap cover member for the arrangement position upper part of the above-mentioned specific field, the above-mentioned general field, and the above-mentioned starting field -- this cover -- right and left of a member -- the wing member which opens and closes the side -- having -- these wings -- the switching action of a member -- interlocking -- the above-mentioned seesaw -- the game machine according to claim 3 characterized by being constituted so that the actuated position of a member may change

[Claim 5] the wing member of the above-mentioned right and left -- mutual -- becoming independent -- a drive -- possible -- these wings -- the game machine according to claim 4 characterized by being constituted by the combination of the operating state of a member so that a game medium may be alternatively led to the above-mentioned specific field, the above-mentioned general field, and the above-mentioned starting field

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## DETAILED DESCRIPTION

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[Detailed Description of the Invention]

[0001]

[The technical field to which invention belongs] this invention relates to the game machine usually equipped with the electric accessory relevant to pattern display, and the electric accessory relevant to special pattern display.

[0002]

[Description of the Prior Art] If a game sphere usually passes through the pattern operation gate, pattern display will usually start pattern change, and a halt indication of the common pattern for which game machines, such as the conventional pachinko machine, are arranged in up right and left of the game face of a board in the case of for example, the one-sort pachinko machine and which was decided after the predetermined time is given. And if a halt indication of the pattern is usually given, an electric accessory usually operates by the drive of a solenoid, predetermined-time opening of the 1st-sort starting mouth (starting field) is carried out, and it will be in the state of a hit mode where a game sphere tends to win a prize.

[0003] Moreover, if a game sphere wins a prize of the 1st-sort starting mouth, specially, pattern display will start pattern change and will indicate the special pattern decided after the predetermined time by halt. And if a halt indication of the pattern is given specially, an electric accessory operates by the drive of a solenoid specially, a large winning-a-prize mouth (specially winning-a-prize field) is opened wide a predetermined time (for example, 30 seconds), and it will be in the state of a great success mode where a game sphere tends to win a prize.

[0004] Moreover, the specific field and the general field are established in the interior of a large winning-a-prize mouth. And if a halt indication of the specific mode is given also in a great success mode, while a large winning-a-prize mouth will be opened wide a predetermined time (for example, 30 seconds) The period until the predetermined time passes or ten game spheres win a prize of a large winning-a-prize mouth in general is considered as one round. When great success continues to the highest, for example, 16 rounds, when a game sphere passes through a specific field in a round, the open state of a large winning-a-prize mouth continues and a game sphere does not pass through a specific field in a round, great success is completed at the round and it usually returns to a game state.

[0005] a game sphere's passage of a specific field restricts the number of the game spheres which pass [ that a specific field is covered by the drive of a solenoid till the round end, etc. and ] through a specific field (the number of the game spheres which pass through a specific field -- the number of the whole numbers of winning a

prize — it is supposed that one third must not be exceeded in general)

[0006]

[Problem(s) to be Solved by the Invention] Since the electric accessory and the special electric accessory are usually constituted separately, in order to arrange these common electric accessory and a special electric accessory to a game field, a big space is required of the above-mentioned conventional game machine usually equipped with the electric accessory (usually electric accessory) relevant to pattern display, and the electric accessory (specially electric accessory) relevant to special pattern display.

[0007] However, in the latest game machine, in order to enlarge pattern display specially and to occupy most game fields, the space which arranges an electric accessory and other game equipments is limited. And it is for it to check the further enlargement of pattern display specially that a space usually required for arrangement of an electric accessory and a special electric accessory is large, and to limit the space for other game equipments further.

[0008] It targets for this invention to be able to be made to make small the space which it was made in view of such a trouble, and an electric accessory and a special electric accessory usually occupy in a game field (technical problem).

[0009]

[Means for Solving the Problem] The common pattern display which invention concerning a claim 1 started pattern change ignited by the thing predetermined in a game medium usually passed through the pattern operation gate, and was decided after the predetermined time and which usually indicates the pattern by halt, The special pattern display which indicates by halt the special pattern which the game medium started pattern change ignited by having passed through the predetermined starting field, and was decided after the predetermined time, The common electric accessory changed into the state where a game medium tends to pass through the above-mentioned starting field when it becomes the hit pattern usually predetermined in a pattern in which the above-mentioned common pattern display indicates by halt, In the game machine equipped with the special electric accessory changed into the state where a game medium tends to pass through a special winning-a-prize field with more prize media than the usual winning-a-prize field when the special pattern the above-mentioned special pattern display indicates [ a pattern ] by halt turned into a predetermined great success pattern The common electric accessory which serves both as the above-mentioned common electric accessory and the above-mentioned special electric accessory is prepared.

[0010] In this case, by having prepared the common electric accessory which usually serves both as an electric accessory and a special electric accessory, the composition which usually overlaps in an electric accessory and a special electric accessory is excluded to the conventional game machine which usually constitutes an electric accessory and a special electric accessory separately, the whole electric accessory can be miniaturized, and it becomes possible to make small the space

occupied to the game field for arrangement. Therefore, it becomes easy to arrange [ of the electric accessory to the space specially limited by enlargement of pattern display ], as a result arrangement of other game equipments also becomes easy. Moreover, it becomes enlargeable [ pattern display / further ] specially by the ability making small a space required for arrangement of an electric accessory.

[0011] In the game machine of the above-mentioned composition which invention concerning a claim 2 requires for a claim 1 The general field which defines only winning a prize used as the specific field and the opportunity of prize medium expenditure which define winning a prize which serves as an opportunity of high special game condition continuation of profitableness relatively for a winning-a-prize game person as the above-mentioned special winning-a-prize field in addition to prize medium expenditure is prepared. Usually, at the time of the hit condition formation in a game, passage of the game medium to the above-mentioned starting field is permitted, and it considers as the composition which changes the operating state of the above-mentioned electric accessory so that passage of the game medium to the above-mentioned specific field or the above-mentioned general field may be permitted at the time of great success condition formation.

[0012] In this case, the space occupied [ summarize / the specific field and general field as a winning-a-prize field / specially / an electric accessory, a starting field, and / an electric accessory and / to one winning-a-prize equipment ] to a game field can usually be specially made still smaller. And at the time of the hit condition formation in a game, a game medium is usually led to a starting field. At the time of great success condition formation, a game medium can be led to a specific field or a general field. Pattern change of the special pattern display by a game medium passing through a starting field, The continuation of the special game conditions by passing through a specific field of conversion on the special game conditions (great success state) whose prize the special winning-a-prize field by the thing of a great success mode for which a halt indication of the pattern is given specially tends to win, and a game medium etc. is attained.

[0013] While invention concerning a claim 3 detaches and arranges the above-mentioned specific field and the above-mentioned starting field in right and left in the game machine of the above-mentioned composition concerning a claim 2, it arranges the above-mentioned general field between these specification field and a starting field, and it constitutes the above-mentioned electric accessory using the seesaw member in which a change operation is possible so that a game medium may be alternatively led to those fields.

[0014] such a starting field, a specific field, and a general field -- arranging -- seesaw -- by use of a member seesaw -- invention concerning the claim 4 which changes the actuated position of a member and can lead a game medium to a starting field, a specific field, or a general field In the game machine of the above-mentioned composition concerning a claim 3, while having a wrap cover member for the arrangement position upper part of the above-mentioned specific field, the

above-mentioned general field, and the above-mentioned starting field, an electric accessory common to the above this cover -- right and left of a member -- the wing member which opens and closes the side -- having -- these wings -- the switching action of a member -- interlocking -- the above-mentioned seesaw -- it constitutes so that the actuated position of a member may change

[0015] such cover -- a member and a wing on either side -- arrangement of a member, and these wings -- it is simple, and there were few part mark and they are excellent in attachment workability with the composition with which a seesaw member is interlocked with the switching action of a member in the mechanism which changes to the state lead to the state which intercepts each of starting fields, specific fields, and general fields from a game medium, the state lead a game medium to a starting field, the state led to a specific field, and moreover, a wing member -- interlocking -- seesaw -- the solenoid for cover of a specific field like before etc. becomes unnecessary by having constituted so that the actuated position of a member might change

[0016] the game machine of the above-mentioned composition which invention concerning a claim 5 requires for a claim 4 -- setting -- the wing member of the above-mentioned right and left -- mutual -- becoming independent -- a drive -- possible -- these wings -- the combination of the operating state of a member constitutes so that a game medium may be alternatively led to the above-mentioned specific field, the above-mentioned general field, and the above-mentioned starting field

[0017] Such composition is advantageous, in order are simple and for part mark to make few the mechanism changed to the state of leading to the state which intercepts each of starting fields, specific fields, and general fields from a game medium, the state of leading a game medium to a starting field, the state led to a specific field, and a general field.

[0018]

[Embodiments of the Invention] Hereafter, the gestalt of implementation of this invention is explained based on a drawing.

[0019] Drawing 1 is the face-of-a-board view of the game machine of an example of the gestalt of operation. Drawing 2 - drawing 5 show the composition and operation of adjustable winning-a-prize equipment in this case.

[0020] In drawing 1, 1 is the game board and the game field 3 is demarcated with the rail 2 in the face of a board.

[0021] the pattern display 4 is specially arranged in the center of abbreviation, it adjoins in the center of the upper part of the pattern display 4 specially, and the pattern display 5 usually arranges in the game field 3 -- having -- the -- it adjoins up further, the heavens winning-a-prize mouth 6 is arranged, and the starting mouth 7 is specially arranged under the pattern display 4

[0022] And under the starting mouth 7, while establishing the starting field 8 in the interior, the specific field 9 and the general field 10 as a winning-a-prize field (large



winning-a-prize mouth) are prepared specially. the arrangement position upper part of these starting field 8, the specific field 9, and the general field 10 -- wrap cover -- a member 11 -- preparing -- this cover -- right and left of a member 11 -- with the left wing 12 and the right wing 13 which open and close the side the seesaw interlocked with the switching action of these left wing 12 and the right wing 13 -- the electric accessory 15 which consists of a member 14 is arranged

[0023] moreover -- specially -- right and left of the pattern display 4 -- the side -- usually -- the pattern operation left gate 16 -- and the pattern operation right gate 17 usually arranges -- having -- right and left of the starting mouth 7 -- in the side, the \*\*\*\* winning-a-prize mouth 18 and the \*\*\*\* winning-a-prize mouth 19 arrange -- having -- right and left of the electric accessory 15 -- the lower left winning-a-prize mouth 20 and the lower right winning-a-prize mouth 21 are arranged in the side

[0024] The pattern display 5 usually arranges red and three green Light Emitting Diode lamps in a horizontal single tier. Two both sides are red and these Light Emitting Diode lamp has a green center.

[0025] Moreover, specially, the pattern display 4 has three pattern viewing areas, a right figure handle viewing area, a left figure handle viewing area, and an inside pattern viewing area, and displays ten kinds of special patterns from 0 to 9 on these three fields respectively.

[0026] that from which, as for the starting field 8, the specific field 9, and the general field 10 of adjustable winning-a-prize equipment 15, each constitutes a winning-a-prize mouth -- it is -- the specific field 9 and the starting field 8 -- abbreviation -- it is separated and arranged in right and left in the same height position, and the general field 10 is arranged in the position high a little to the specific field 9 and the starting field 8 between these specification field 9 and the starting field 8

[0027] and seesaw -- a member 14 is arranged so that each arrangement position of the starting field 8, the specific field 9, and the general field 10 may be straddled -- having -- the central supporting point -- the upper and lower sides -- it is supported movable, and the change operation is enabled so that a game sphere may be alternatively led to the starting field 8, the specific field 9, and the general field 10 with the tilting position seesaw -- a member 14 is the composition that the center of gravity inclined toward the starting field 8 side by weight 14a

[0028] moreover, the left wing 12 and the right wing 13 -- seesaw -- it is supported to revolve by the right-and-left rockable [ near the right-and-left edge rocking position of a member 14 ], and it is arranged so that it may drive independently mutually by the solenoid (not shown) installed in the game board rear face moreover -- the soffit inside of the left wing 12 and the right wing 13 -- seesaw -- the hook sections 12a and 13a engaged from a lower part are formed in the right-and-left edge of a member 14 these hook sections 12a and 13a are engaged -- the switching action of the left wing 12 and the right wing 13 -- interlocking -- seesaw -- each

edge of a member 14 is raised and the combination of the operating state of the left wing 12 and the right wing 13 -- seesaw -- the tilting position or vertical position of a member 14 changes, and a game sphere is alternatively led to the starting field 8, the specific field 9, or the general field 10

[0029] In this game machine, when [ of a game sphere ] an inflow (winning a prize) to a winning-a-prize field (the specific field 9 and general field 10) is detected specially, per winning-a-prize sphere (for example, 15 game spheres) can be gained, and when a prize of the winning-a-prize mouth except the (the starting mouth 7 and the starting field 8 are included) is won, five game spheres can be gained.

[0030] moreover, a game sphere -- usually -- the pattern operation left gate 16 -- or if it usually passes through the pattern operation right gate 17, it will usually be displayed with the pattern display 5 by making the passage into an operation opportunity -- pattern change was stopped and decided, when the pattern usually started change (red and green mutual lighting) in 2 of a red pattern and a green pattern patterns and the predetermined stop time (for example, 30 seconds) passed -- a halt indication of the pattern is usually given

[0031] And when [ at which it decided ] a pattern usually displays a red pattern, it becomes a hit, and the electric accessory 15 operates by indicating combination of the pattern concerned an operation opportunity, and it shifts to the state in which winning a prize to the starting field 8 of a game sphere is possible. When a game sphere passes through the left gate 11 or the right gate 12 succeedingly, even four pieces become an operation hold sphere.

[0032] it is as usually being shown in drawing 2 in a game state, the left wing 12 and the right wing 13 are closed positions, and the electric accessory 15 is held in the state which cannot flow a game sphere -- having -- seesaw -- the member 14 is held after the starting field 8 side has fallen with a self-weight

[0033] If the game sphere hammered out by the game field 3 in this state usually passes through the pattern operation left gate 16 or the common pattern operation right gate 17, the pattern display 5 will usually start pattern change.

[0034] And when a halt indication of the hit pattern is given, as shown in drawing 3 , only the left wing 12 carries out a predetermined-time (for example, 0.3 seconds) open operation, and the inflow of a game sphere is permitted. moreover, seesaw -- as for a member 14, the state where the starting field 8 side fell is maintained this time -- the starting field 8 -- seesaw -- a member 14 -- almost -- touching -- the upper part -- opening -- carrying out -- the specific field 9 -- seesaw -- be closed by the member 14 -- the general field 10 -- seesaw -- it is a little separated above the member 14 and the game sphere which flowed -- seesaw -- it is led to the starting field 8 by the member 14 (since it is up separated a little, it does not pass through the general field 10)

[0035] In this way, if a game sphere wins a prize of the starting mouth 7 with which the game sphere passed through the starting field 8, or the pattern display 4 was formed caudad specially, the pattern display 4 will start pattern change specially.

Progress of a predetermined stop time stops pattern change.

[0036] and when a halt indication of the great success pattern is given, it is shown in drawing 4 -- as -- the left wing 12 -- closing -- the right wing 13 -- opening -- it -- interlocking -- seesaw -- a member 14 inclines to the specific field 9 side this time -- the starting field 8 -- seesaw -- be closed by the member 14 -- the specific field 9 -- seesaw -- a member 14 -- almost -- touching -- the upper part -- opening -- carrying out -- the general field 10 -- seesaw -- it separates a little above a member 14 and the game sphere which flowed -- seesaw -- it is specially led to a field 9 by the member 14

[0037] in this way, if a game sphere passes through the specific field 9, as shown in drawing 5, both the left wing 12 and the right wing 13 will open wide -- having (great success) -- it -- interlocking -- seesaw -- a member 14 is held in an upper part position at an parallel state this time -- the starting field 8 and the specific field 9 -- seesaw -- be closed by the member 14 -- the general field 10 -- seesaw -- almost in contact with a member 14, opening is carried out to the upper part and the game sphere which flowed -- seesaw -- it is led to the general field 10 by the member 14

[0038] A member 14 is held in an upper part position at an parallel state. while both the left wings 12 and right wings 13 of drawing 5 are opened wide -- seesaw -- a state The period after the left wing 12 closes as shown in drawing 4, and the right wing 13 opens, until the game sphere which the predetermined time (for example, 30 seconds) passed, or passed through the specific field 9 or the general field 10 in the state of drawing 4 or drawing 5 amounts to ten pieces in general is considered as one round. When a game sphere passes through the specific field 9 in a round, great success continues to the highest, for example, 16 rounds. When the state of great success which both the left wing 12 and the right wing 13 opened continues and a game sphere does not pass through the specific field 9 in a round, great success is completed at the round and it usually returns to a game state.

[0039] As for the game sphere which won a prize of the starting field 8 of the starting mouth 7 or adjustable winning-a-prize equipment 15, even four pieces become an operation hold sphere.

[0040] As mentioned above, although the example of illustration was explained as a gestalt of operation, this invention is not limited to this, and can change and carry out a mode suitably in the range of the technical thought of invention.

[0041] Moreover, as for this invention, it is needless to say that it is not limited to a pachinko machine and can apply to other game machines, such as a slot machine and an arrangement ball.

[0042]

[Effect of the Invention] According to this invention, by preparing the common electric accessory which usually serves both as an electric accessory and a special electric accessory, the whole electric accessory is miniaturized, it is possible to make small the space occupied to a game field, arrangement of other game

equipments becomes easy and arrangement \*\*\*\*\* of an electric accessory becomes enlargeable [ pattern display / further ] specially so that clearly from the above explanation.

[0043] Moreover, in the electric accessory, it was simple, and there should be few part mark and they should be excellent in attachment workability.

[0044] Moreover, the solenoid for cover of a specific field like before etc. becomes unnecessary by interlocking a wing member and a seesaw member.

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**DESCRIPTION OF DRAWINGS**

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[Brief Description of the Drawings]

[Drawing 1] It is the face-of-a-board view of the game machine of an example of the gestalt of operation.

[Drawing 2] It is the internal front view (A) and the perspective diagram (B) at the time of the usual game state of adjustable winning-a-prize equipment.

[Drawing 3] It is the internal front view (A) and the perspective diagram (B) at the time of the hit state of adjustable winning-a-prize equipment.

[Drawing 4] It is the internal front view (A) and the perspective diagram (B) before specific field winning a prize at the time of the great success state of adjustable winning-a-prize equipment.

[Drawing 5] It is the internal front view (A) and the perspective diagram (B) after specific field winning a prize at the time of the great success state of adjustable winning-a-prize equipment.

[Description of Notations]

1 Game Board

3 Game Field

4 It is Pattern Display Specially.

5 It is Usually Pattern Display.

7 Starting Mouth

- 8 Starting Field
- 9 Specific Field (Specially Winning-a-Prize Field)
- 10 General Field (Specially Winning-a-Prize Field)
- 11 Cover -- Member
- 12 Left Wing (Wing Member)
- 13 Right Wing (Wing Member)
- 14 Seesaw -- Member
- 15 Electric Accessory

[Translation done.]

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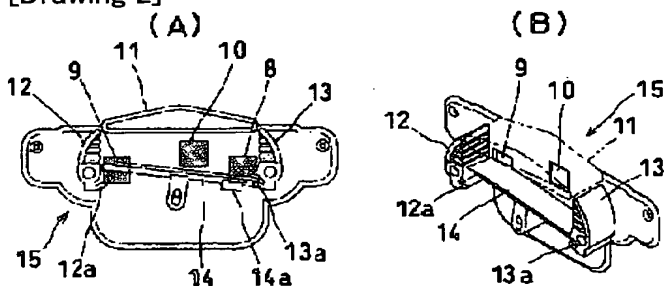
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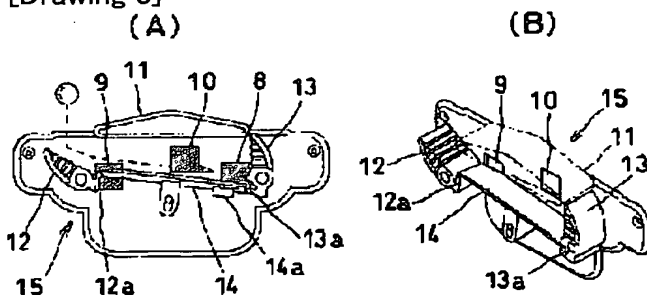
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DRAWINGS

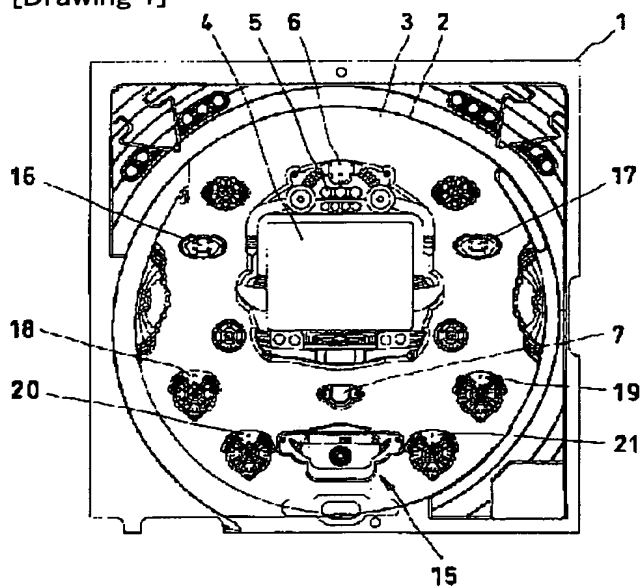
[Drawing 2]



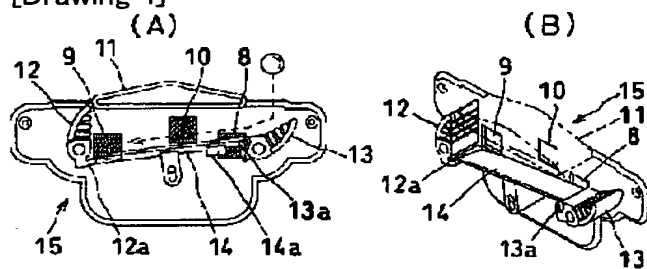
[Drawing 3]



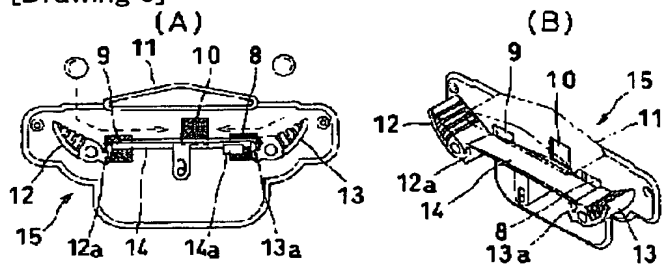
[Drawing 1]



[Drawing 4]



[Drawing 5]



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